



Barbarian 1	
CLASS & LEVEL	
Lightfoot Halfling	Outlander
RACE/ANCESTRY/HERITAGE	BACKGROUND
<b>STR</b> <b>+2</b> <b>15</b>	<b>PROFICIENCY BONUS</b> <b>+2</b>
<b>DEX</b> <b>+2</b> <b>15</b>	<b>ARMOR CLASS (AC)</b> <b>INITIATIVE</b> <b>14</b> <b>+2</b>
<b>CON</b> <b>+2</b> <b>14</b>	<b>SPEED</b> <b>25 ft.</b>
<b>INT</b> <b>-1</b> <b>8</b>	<b>HIT POINTS</b> <b>14</b>
<b>WIS</b> <b>+1</b> <b>12</b>	<b>HIT DICE</b> <b>1d12</b>
<b>CHA</b> <b>+0</b> <b>11</b>	<b>SAVING THROWS</b> +4 Strength Saves * +2 Dexterity Saves +4 Constitution Saves * -1 Intelligence Saves +1 Wisdom Saves +0 Charisma Saves
<b>WEAPON &amp; UNARMED ATTACKS</b>	
<b>Basic Attack.</b> One target per Attack action.	
<p><b>Battleaxe.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d8+2 slashing damage. (If used two-handed in melee, does 1d10+2 damage.)</p>	
<p><b>Handaxe.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d6+2 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)</p>	
<p><b>Javelin.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d6+2 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)</p>	
<b>MAGIC, FEATS &amp; SPECIAL ATTACKS</b>	
<b>Rage.</b> Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.	
<b>11 PASSIVE WISDOM (PERCEPTION)</b>	

## CLASS

### Barbarian Class Features [PHB p. 46]

- Rage (2/day)
- Unarmored Defense (AC)

### BARBARIAN RAGE

#### Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.

### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** battleaxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 106 lbs.; add 1 lb. per 50 coins carried.)

## PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, shields  
**Weapons:** simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Languages:** Common, Giant, Halfling

## RACE

### Lightfoot Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 22 years old
- Small Size (3' 3", 43 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

**Coins & Gems:** 2 gold pieces (gp); 80 silver pieces (sp); 11 copper pieces (cp); 3 gems (worth 10 gp each)